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Title: Spells of the Dark Art

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Many spells of the Dark Arts are beyond the powers of ordinary wizards, sorcerers, priests and witches. There are many that are unforgivable in their uses. Here I will describe many

of these spells, and enchanted Items that are considered among the most dangerous of the Dark Arts formulated by Mordain in his years spent studying the Dark Arts.

#### SPELLS:

Turnowa: The first of these is that of mind control. Though many spells have been used to subject the will of the caster upon the victim none have been as

effective as Mordain's own "Turnowa" Alone the spell effectively allows the caster to control the actions and thoughts of the victim into doing whatever the caster wishes. When cast upon a victim they feel a sense of ultimate euphoria as they carry out whatever action the caster wishes. Though as with many other spells that control the mind or actions of the intended victim it is not impervious. Mordain found a way to make it virtually impossible to break, however, with the use of his Gem of Souls.

None to date have been able to fight it when used in conjunction to the latter.

Tyarawra: The second spell worth mention is the Tyarawa. The purpose of this spell is to cause pain so unbearable one wishes for death instantly. Used for nothing more than torture it causes the victim immense pain and anguish. If cast on an individual for long durations it can lead to madness.

Tyargurtha: The most deadly is the Tyargurtha or death spell. This causes instant death to any hit by it. No one has lived to tell of the true nature of this spell.

Mordain conceived it in his early years and has been known to have perfected it in a way that no other has. Upon the creation of the Gem of Souls he combine this curse with another called assafea to create Sangafea.

Assafea: A spell conceived for the purpose of collecting the soul of a one who has recently been killed. Used in rituals by Mordain to increase the power of the Gem of Souls this spell was used until the discovery of Sangafea.

Sangafea: This spell allowed the caster, with the use of the Gem of Souls, to not only kill the victim outright but also collect their soul into the Gem of Souls thus making the Gem and caster more powerful.

ENCHANTED ITEMS:  
We will now discuss the

enchantments of the dark arts. Many of these, like the spells are forbidden and many are even more severe than the spells mentioned in this book.

#### The Gem of Souls:

The first and most obvious Enchanted item is the Gem of Souls. The creation of which was conceived by Mordain using an ancient book of Necromancy procured with the help of Degodfroï the Seer. It is not entirely clear how Mordain created the Gem or what true powers it holds, for only he truly knows. But what is certain is that the Black Altar was key to the enchantment of the emerald gem. When first cast the Gem was set into a necklace of silver in the form of a snake but then remounted into a silver ring.

#### The Black Altar:

Another powerfully enchanted object created by the dark arts the Black Altar was created using four enchanted pedestals of obsidian, the four skulls of power, and an arcane pentagram.

Horocrux: Only the darkest of souls would attempt a feat such as a Horocurx. Of this item I shall not speak...